



May 6, 2002

Charitable Gaming
Directive No. 5.02.01

Raffle (Animal Determination)

BACKGROUND

General Rule 101(1)(e) defines a raffle as: "... an event for which raffle tickets are sold, a winner or winners are determined, either by randomly selecting stubs from all of the raffle tickets sold for an event or by an alternative method that is approved [*in writing*] by the bureau, and at which a preannounced prize is awarded."

Raffle Rule 508(1) states: "An alternative method of determining a winner may be used with the prior written approval of the bureau."

Animal raffles, commonly referred to as cow-plop, cow-drop, chicken-drop, etc., utilize a pen or fenced off area with a pre-drawn grid and an animal, whose droppings mark a square that assist in determining the winner(s) of the raffle.

All animal raffles meeting the following terms and conditions are approved.

TERMS AND CONDITIONS

1. A grid shall be drawn representing each square in the enclosure.
2. The number of raffle tickets sold must be equal to or greater than the number of squares in the enclosure.
3. Tickets and/or ticket numbers shall not be assigned to squares until after the animal has completed its portion of the event.
4. When the animal is finished, the winning square(s) shall be identified and transferred to the grid.
5. Tickets shall be drawn one at a time and assigned to a square on the grid, starting in the upper left and going left to right, one line at a time, until the winning square(s) have been assigned a ticket and all prizes awarded.
6. If circumstances prevent using the animal to determine the winner, the winner shall be determined by a traditional raffle drawing on the scheduled date and time.
7. The method by which the animal raffle will be conducted must be included in the house rules in accordance with Raffle Rule 510.

Signed copy available upon request

James E. Kipp, Acting Commissioner

Date